

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method comprising:

generating a plurality of blurred copies of an object by applying multi-texturing to each of a series of objects ~~the object~~ during one pass through a graphics processing pipeline, including acquiring a ~~plurality of graphical user interface objects~~ the series of objects, and for each of the ~~graphical user interface objects~~, objects in the series, generate at least one texture that is mapped to the object, shift the texture outside the perimeter of the object along a path of travel of the series of objects to generate at least one shifted texture for the object, and blend the at least one shifted texture with the object to which the texture is mapped to form a blurred copy of the object ~~shifting the graphical user interface object to form one or more shifted objects, blending the one or more shifted objects and the graphical user interface object to form one of the plurality of blurred copies of the object; and~~

displaying in succession each one of the generated plurality of blurred copies of the object to created the illusion of motion.

2. (Currently Amended) The method of claim 1, wherein generating the plurality of blurred copies of the object by applying multi-texturing to each of the series of objects ~~the object~~ during one pass through the graphics processing pipeline comprises:

for at least one of the series of objects, shifting the texture mapped to the at least one of the series of objects includes both shifting a texture from a leading edge and from a trailing edge of the at least one of the series of objects. generating a texture and shifting the texture with respect to the object before applying the texture to the object.

3. (Previously Presented) The method of claim 2, further comprising displaying the plurality of blurred copies of the object on a visual display.

4. (Previously Presented) The method of claim 3, wherein generating the plurality of blurred copies of the object by applying multi-texturing to the object during one pass through the graphics processing pipeline, comprises applying bump texturing to the object.

5. (Previously Presented) The method of claim 1, wherein generating the plurality of blurred copies of the object by applying multi-texturing to the object during one pass through the graphics processing pipeline further comprises displaying the blurred copies of the object on a visual display coupled to a communication device.

6. (Currently Amended) A method comprising:

- acquiring a graphical user interface object including associated texture;
- generating one or more shifted instances of the associated texture;
- blending the one or more shifted instances of the associated texture to produce a blended texture;
- shifting the blended texture to obtain a blended and shifted texture;
- applying the blended and shifted texture to the graphical user interface object to create a graphical user object; and
- blending the graphical user object with a background; and
- displaying in succession the blended and shifted textures as applied to the graphical user object to create the illusion of motion.

7. (Original) The method of claim 6, wherein acquiring a graphical user interface object comprises acquiring a graphical user interface window.

8. (Currently Amended) The method of claim 7, wherein blending the graphical user object with the background [[,]] comprises blending the graphical user interface window with one or more background windows.

9. (Currently Amended) The method of claim 8, wherein blending the graphical user interface window with one or more background windows[[,]] comprises blending the graphical user interface window with one or more web page windows.

10. (Original) The method of claim 6, wherein blending the graphical user object with the background comprises adding the graphical user object to the background.

11. (Currently Amended) A machine readable medium having machine executable instructions for performing a method comprising:

- acquiring a graphical user interface object including associated texture;
- generating one or more shifted instances of the associated texture;
- blending the one or more shifted instances of the associated texture to produce a blended texture;
- shifting the blended texture to obtain a blended and shifted texture;
- applying the blended and shifted texture to the graphical user interface object to create a graphical user object; and
- blending the graphical user object with a background; and
- displaying in succession the blended and shifted textures as applied to the graphical user object to create the illusion of motion.

12. (Previously Presented) The machine readable medium having machine executable instructions for performing the method of claim 11, further comprising displaying the blended graphical user object on a visual display.

13. (Previously Presented) The machine readable medium having machine executable instructions for performing the method of claim 11, wherein blending the graphical user object with a background includes the background comprising one or word processing windows.

14. (Previously Presented) The machine readable medium having machine executable instructions for performing the method of claim 11, further comprising displaying the blended graphical user object with a background.

15. (Previously Presented) The machine readable medium having machine executable instructions for performing the method of claim 14, wherein displaying the blended graphical user object with a background comprises displaying the blended object with a background on a communication device.

16. (Currently Amended) A graphics pipeline comprising:

a texture memory in which to store texture information; and

a graphics processor coupled to the texture memory, the graphics processor to process the texture information by shifting and blending the texture information in one pass through the graphics processor to obtain shifted and blended texture information before applying the shifted and blended texture information to each of a series of objects an object, wherein each successive instance of the object to which the shifted and blended texture is applied is reduced in size to simulate the effect of moving from a front of a viewing space to a rear of the viewing space when the successive instance of the object are viewed in succession.

17. (Original) The graphics pipeline of claim 16, wherein the shifted and blended texture information is applied to a graphical user interface object.

18. (Original) The graphics pipeline of claim 17, wherein the graphical user interface object comprises a graphical user interface window.

19. (Original) The graphics pipeline of claim 16, wherein the graphical user interface object when displayed on a visual display provides the illusion of motion.

20. (Original) The graphics pipeline of claim 17, wherein the graphical user interface window when displayed on a visual display provides the illusion of motion.